Character Name

Player

Race

Class

Level 1

EXP

Inspiration

AC

HP

Temp HP

Initiative

Hit Dice

Current HP

Death Saves

Successes

Failures

Speed

+2 Proficiency Bonus

Strength 8 (-1)

-1 Saving Throw

-1 Athletics

Dexterity 8 (-1)

-1 Saving Throw

-1 Acrobatics

-1 Sleight of Hand

-1 Stealth

Constitution 8 (-1)

-1 SavingThrow

Intelligence 8 (-1)

-1 Saving Throw

-1 Arcana

-1 History

-1 Investigation

-1 Nature

-1 Religion

Wisdom 8 (-1)

-1 Saving Throw

-1 Animal Handling

-1 Insight

-1 Medicine

-1 Perception

-1 Survival

Charisma 8 (-1)

-1 Saving Throw

-1 Deception

-1 Intimidation

-1 Performance

-1 Persuasion

Name		Attack	Damage	Range	Ammo	Used
	Dex Str					
	Dex Str					
	Dex Str					
	Dex Str					
	Dex Str					

Items:

Other Proficiencies (Language, Weapons, Tools)

Current Spells:

Notes:

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